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Nintendo

SIMON & TOYS CO., LTD.
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KUNG FU*

Nintendo HONG KONG VERSION

SERVICE CENTRE

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SIMON & TOYS CO., LTD.

Thank you for selecting the Nintendo® Entertainment System Kung Fu* Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Kick, jump and punch your way to victory; Knock-out the knife thrower. Stop the stick fighter, and trip-up the evil Tom Tom Brothers in this action-packed martial arts contest. Beat your opponents and rescue the fair Sylvia who's held captive on the top floor. Just when you think you've got your enemies licked, there's always a Giant, a Snake or a Fire-breathing Dragon to contend with in Kung Fu!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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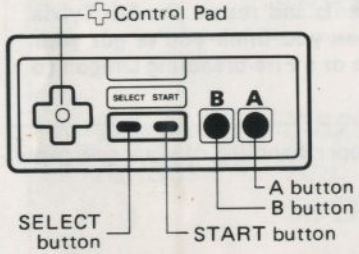
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player game
Controller 2 – For second player in 2 player game

Controller 1/Controller 2

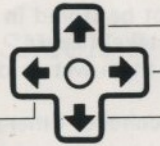


A button
He punches.

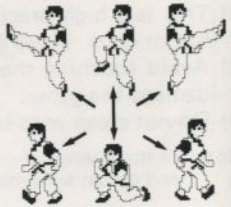
B button
He kicks.

By operating buttons A and B, and pressing the control pad quickly when Thomas is caught you help him get away from the enemy.

Control pad
Moves Thomas.



He jumps.
He moves to the right.
He moves to the left.
He crouches down.



*Quickly pressing the top of the control pad while Thomas is moving left or right will cause him to fly diagonally.

SELECT button
When this button is pressed, the dagger mark (⊢) moves. Line the mark up with the game you wish to play.

START button
Press this button to begin.

Pause:
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

* Game A is designed for beginners and game B for experts.
* If either the START or the SELECT button is pressed during the demonstration sequence, the game menu returns to the screen.
* There are separate TOP SCORE displays for games A and B.
* The TOP SCORE disappears once the power switch is turned off.

Characters

(THOMAS)

A steely Kung Fu expert, he has mastered the art of powerful punches, sharp kicks and well-timed jump kicks. The player must decide which techniques to use and when.

(SYLVIA)

Captured by the mysterious gang "X", she is being held captive at the top of their castle. She feverishly awaits her rescue by Thomas.

(The Enemies)

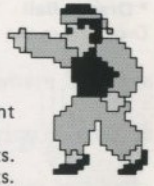
Stick Fighter (1st Floor Boss)
Dangerous to approach unprepared as he whirls his stick around . .2,000 pts.

Giant (3rd Floor Boss)
As strong as Hercules. His movements are slow but his power is enormous. Watch out for that killer punch!
. . . . . .3,000 pts.

Boomerang Fighter (2nd Floor Boss)
He throws boomerangs. Work out the flying pattern of the boomerangs . . . . . .3,000 pts.

Black Magician (4th Floor Boss)
He can grow back parts of his body and perform other amazing tricks. He can even grow another head when severed. Just what kind of attack will work on him? . . . . . .5,000 pts.

The Gang Leader, Mr. X (5th Floor Boss)
Master of all the martial arts, he's the strongest man in the castle. As he uses all techniques, fighting with him is a deadly contest.
. . . . . 10,000 pts.

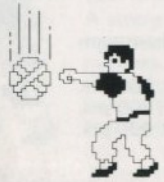


Knife Thrower
He throws knives aimed right at Thomas.
* Kick . . . . . .500 pts.
* Punch. . . . . .800 pts.
* Jump kick . . . .1,000 pts.

The Gripper
Lots of them come to get Thomas. No specific techniques.
* Kick . . . . . .100 pts.
* Punch. . . . . .200 pts.
* Jump kick . . . . .200 pts.

Tom Toms
They come to get Thomas. They are liable to turn in mid-air and attack.
* Kick . . . . . .200 pts.
* Punch. . . . . .300 pts.

*** Dragon Ball**
Drops from the ceiling.



Kick
Punch. . . . . ??? pts.

*** Dragon**
Attacks by breathing fire. Before it can do so, attack with. . . . . .

Kick
Punch. . . . . .2,000 pts.

*** Confetti ball**
Drops from the ceiling. Before it can burst, attack with. . . .

Kick
Punch. . . . .1,000 pts.

*** Snake Basket**
Drops from the ceiling.

Kick
Punch. . . . . ??? pts.

*** Snake**
Emerges from the snake basket. Jump to avoid being bitten.

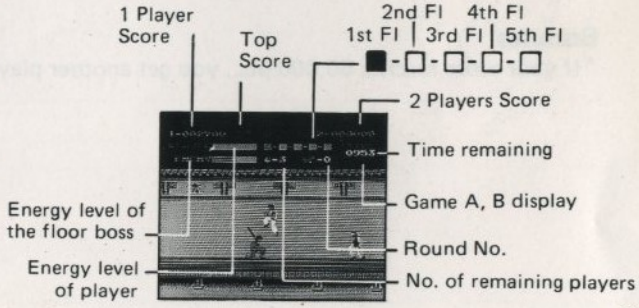
*** Poisonous moth**
When it comes flying towards you, attack with . . . .

Kick . . . . . .500 pts.
Punch. . . . . .600 pts.

3. HOW TO PLAY

Rules

1. One round takes you from the first floor to the fifth floor, where Sylvia is being held captive.
2. On each floor, different dangers and martial arts experts are lying in wait to attack.
3. The attacks of each of these enemies have to be dodged, and punches and kicks dealt out.
4. Some enemies will fall at one blow, others at two blows and others will only fall when their energy runs out.
5. Once caught by the enemy, Thomas' strength gets weaker and weaker. Operate the ✥ control pad and buttons A and B quickly to get away from the enemy.
6. There is a timer for each floor. The enemy must be overcome and the stairs climbed within a fixed time limit.
7. Once the 5th floor has been reached and Sylvia safely rescued, you can proceed to the next round.



Beware!

* Every time Thomas is attacked, his energy is weakened. If his energy runs out, it's the end of Thomas.
* If the timer runs out (TIME 0000), it's the end of Thomas.

Scoring

* Any time left over is added onto your score, (x 10 pts.)
* Any energy left in Thomas is added onto your score, (x 100 pts.)
* The points you get for defeating enemies make up your score.

Note: If you can knock over several Grippers, Tom Toms, etc., with a single jump kick, your points are doubled or quadrupled.

Bonuses

* If your score reaches 50,000 pts., you get another player.

MEMO

MEMO

MEMO

MEMO